

In the Claims:

1. (Currently Amended) In a wireless communication system comprising a [[B]]base [[S]]station connected with a mobile unit, a method of synchronizing at least one neighboring [[B]]base [[S]]station to the [[B]]base [[S]]station connected with the mobile unit comprising:

from the [[B]]base [[S]]station connected with the mobile unit, sending call parameters and rough synchronization information to the at least one neighboring [[B]]base [[S]]station; and

at the at least one neighboring [[B]]base [[S]]station, monitoring transmissions of at least one of:

the [[B]]base [[S]]station connected with the mobile unit;

the mobile unit; and

a beacon signal from a beacon transmitter which is within range of the at least one neighboring [[B]]base [[S]]station and the [[B]]base [[S]]station connected with the mobile unit.

2. (Original) Method, according to claim 1, wherein the mobile unit is a device selected from the group consisting of:

telephone handset, standard cordless telephone handset, cellular telephone handset, personal data device, personal digital assistant (PDA), computer, laptop computer, e-mail server, a device utilizing point-to-point protocol (PPP) to the Internet via a central remote access server, a headset, a personal server, a wearable computer, a wireless camera, and a mobile music player.

3. (Currently Amended) In a wireless communication system comprising a [[B]]base [[S]]station connected with a mobile unit, a method of detecting and synchronizing with the mobile unit prior to receiving a handoff of a session with the mobile unit, comprising:

from the [[B]]base [[S]]station connected with the mobile unit, sending rough synchronization information to at least one neighboring [[B]]base [[S]]station;

at the neighboring [[B]]base [[S]]station, performing a wide-range search for "target" signals having the correct timing for a mobile unit, based on the rough synchronization information provided by the [[B]]base [[S]]station which is connected with the mobile unit;

narrowing the search for an actual signal from the mobile unit;

acquiring the target signal; and

synchronizing the neighboring [[B]]base [[S]]station to the [[B]]base [[S]]station connected with the mobile unit.

4. (Original) Method, according to claim 3, wherein:

the mobile unit is equipped with a short-range wireless communication transmitter/receiver.

5. (Original) Method, according to claim 3, wherein the mobile unit is a device selected from the group consisting of:

telephone handset, standard cordless telephone handset, cellular telephone handset, personal data device, personal digital assistant (PDA), computer, laptop computer, e-mail server, a device utilizing point-to-point protocol (PPP) to the

Internet via a central remote access server a headset, a personal server, a wearable computer, a wireless camera, and a mobile music player.

6. (Currently Amended) Method, according to claim 3, further comprising:

providing communication links between the [[B]]base [[S]]stations, wherein the communication links between the [[B]]base [[S]]stations are selected from the group consisting of RF links and land lines; and

transferring connection status information and rough synchronization information between the [[B]]base [[S]]stations over the communications links.

7. (Currently Amended) Method, according to claim 3, wherein: the [[B]]base [[S]]stations and the [[S]]switch are connected via a wired or wireless local area network (LAN).

8. (Original) Method, according to claim 3, wherein: the wireless communication system comprises a wireless private branch exchange (WPBX) handling calls from mobile units comprising handsets.

9. (New) Method, according to claim 1, wherein said call parameters are related to the connection between the base station connected with the mobile unit and the mobile unit.

10. (New) Method, according to claim 1, wherein the base station connected with the mobile unit sends said call parameters and said rough synchronization information to the at least one neighboring base station over a LAN.